

FIG. 3

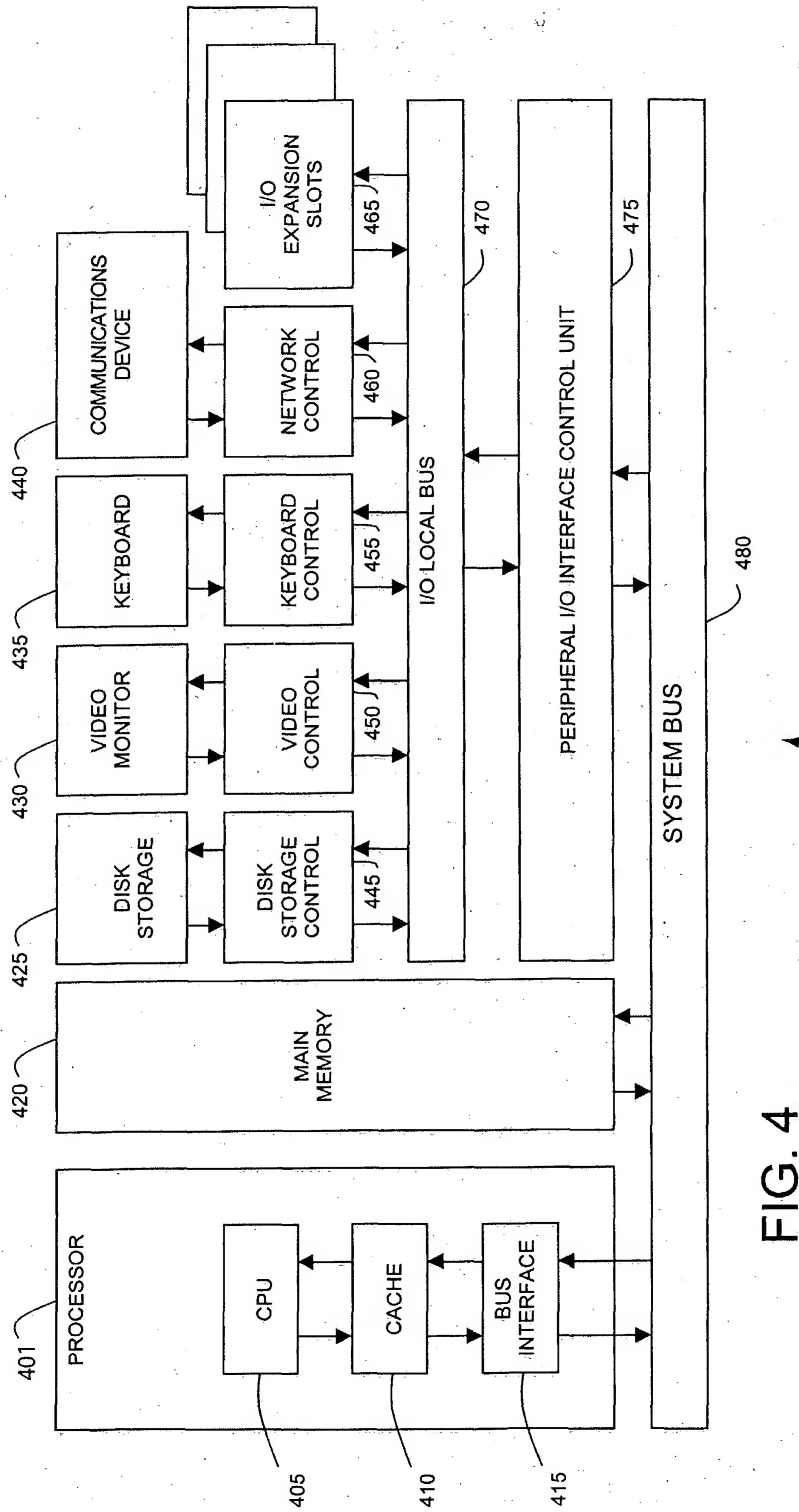


FIG. 4

APPLICATION	CPU REQUIREMENT		CPU REQUIREMENT		NETWORK BANDWIDTH REQUIREMENT	
	ACCEPTABLE FRAME RATE	(REMOTE DISPLAY SERVER)	(APPLICATION)	(REMOTE DISPLAY SERVER)	LOW	ALLOWED
ENGINEERING	~10 FRAMES/ SEC	8 %	10 %	8 %	10 %	15 %
VIDEO	~30 FRAMES/ SEC	20 %	25 %	20 %	25 %	35 %
GAMES	~5 FRAMES/ SEC	3 %	5 %	3 %	5 %	10 %

500 → FIG. 5